



## COBRA FORCE

Take to the skies in this explosive arcade combat simulation. Cobra Force will take you into the danger zone with four exciting missions each of increasing difficulty.

Climb into the cockpit of the AH-1W Super Cobra, the most sophisticated fighting machine in the air today.

Your Cobra is fitted with a standard M197 20mm-rapid fire machine gun, Hellfire anti-armour missiles, as well as a number of prototype weapon systems.

Suitable for  
C64, 128K

© 1989

SPECTRUM and C64 screens



CBM 64/128

# COBRA FORCE



CBM 64/128

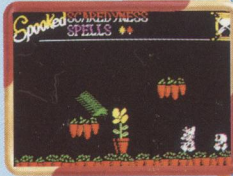
# COBRA FORCE



## OUT NOW

### SPOOKED:

You're a die-hard mercenary and part-time ghoulish hunter, but now you're well and truly spooked. WATCH OUT FOR THE SPOOKY OLD MAN. Out on Spectrum and CPC.



### MOVING TARGET:

Penetrate the evil dukes fortified underground fortress, kill as many enemy soldiers as possible then destroy the base. Out on Amstrad, C64 and Spectrum.



### STREET CRED' BOXING

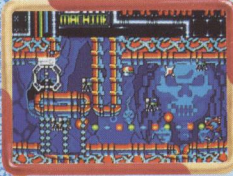
Joe Lebrinski's famous lower-east-side boxing gym is under threat. He needs \$50,000 to save the building from a consortium of evil yuppie executives. Out on Amstrad, C64 and Spectrum.



## OUT SOON

### WAR MACHINE:

The ultimate combat experience. The alien queen must die, and you're the only man for the job. WM features some seriously destructive combat action.



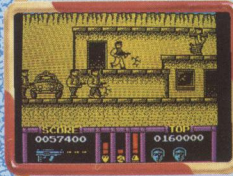
### SUPER LEAGUE:

Has to be the ultimate football management game, includes organised crime, stadium improvements, membership cards and crowd violence as well as all the traditional features.



### MUTANT FORTRESS

'Is the biggest and best thing Players have ever done, apparently. Looking at the screen shots we almost feel inclined to agree'



AUGUST 89 ISSUE



5 013728 000691



PLAYERS PREMIER MAIL ORDER SERVICE  
If you are unable to obtain a specific Players or Players  
Premier title from your local stockist you may order  
direct from you mail order department.  
PLAYERS CLASSIC TITLES AVAILABLE ON CASSETTE  
Only £1.99 each

|                   | C16                      | C64                      | SPEC                     | CPC                      |
|-------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| JOE BLADE 2       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| JOE BLADE         |                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| SREET GANG        |                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| SWORD SLAYER      |                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| SHANGHAI WARRIORS |                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| SHANGHAI KARATE   |                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| POWERPLAY         |                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| EAGLES NEST       |                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| TOMCAT            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| METAL ARMY        |                          |                          | <input type="checkbox"/> | <input type="checkbox"/> |

PLAYERS PREMIER TITLES AVAILABLE ON CASSETTE  
Only £2.99 each

|                       | C16                      | C64                      | SPEC                     | CPC                      |
|-----------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| MOVING TARGET         |                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| COBRA FORCE           |                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| SPOOKED               |                          |                          | <input type="checkbox"/> | <input type="checkbox"/> |
| STREET CRED' FOOTBALL |                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| TASK FORCE            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| SUBWAY VIGILANTE      |                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| STREET CRED' BOXING   |                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Dear Belinda, please send me the game/s indicated. I  
have enclosed a cheque / postal order for £.....

NAME.....

ADDRESS.....

.....

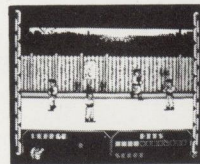
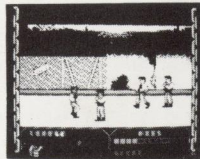
POSTCODE.....

Send this order to: Players (Mail Order Dept.), Mercury  
House, Calleva Park, Aldermaston, berks, RG7 4QW.

OUT NOW ON PLAYERS £1.99

# SHANGHAI WARRIORS

Mercenaries led by the  
evil 'Snide Gantree' have  
stolen a US Navy  
submarine, threatening  
to devastate the worlds  
capitals with its  
awesome arsenal of  
nuclear destruction.  
Only you stand in his  
way.



'A good game' Crash

LOOK OUT FOR  
LOST CAVES and the TOOM OF DOOM  
OUT SOON ON PLAYERS £1.99

## COBRA FORCE LOADING THE GAME

**SPECTRUM:** 48K owners type LOAD " " (ENTER). 128K  
owners select the LOADER option from the menu.  
**AMSTRAD CPC:** 464 hold down CTRL and tap the small ENTER  
key. 664/6128; Type I (shifted@) TAPE (ENTER) then type RUN"  
(ENTER).  
**COMMODORE 64/128:** Hold down SHIFT and tap the  
RUN/STOP key. 128K owners ensure the machine is in 64K  
mode.

## THE GAME

**SPECTRUM/AMSTRAD**  
Firstly choose your preferred control method. The Spectrum and  
Amstrad versions support both keyboard and joystick controls.  
You start the game on a helipad at the far left of level one. Your  
objectives are outlined below. Remember the people of your  
country are counting on you.  
After you have cleared the level we will dispatch a B2 'Stealth  
Bomber' to destroy the area. Obviously all enemy missile  
installations must be eliminated before we can do this.  
Unfortunately you will need to use your own missiles to destroy  
the silos as your 20mm cannon will have no effect on these  
targets.  
Not only must you destroy these defence installations, you must  
also collect all the valuable fuel drums which may be found  
scattered across each level.  
Once these two key objectives have been completed you will  
have to go up against the enemies awesome secret weapon.  
When this has been destroyed you and your aircraft will be  
transported to the next level.  
Your Cobra is equipped with 3 main weapons systems:  
1. Single M197 20mm gun. This is activated by tapping fire.  
2. Hellfire armour-piercing missiles. These may be launched by  
holding down the fire button.  
3. Quazarx Q26 Smart Bomb. Pressing the 'Bomb' key will result  
in the firing of this prototype weapon. In joystick mode SPACE  
fires this weapon.  
The enemy aircraft will always attack in formation, sometimes a  
spherical munitions pod will fly as part of a fighter squadron.  
Shooting this pod will result in its cargo being dropped. If you  
manage to intercept this cargo, before it hits the ground, you will  
either have your missiles replenished or receive a special  
weapons bonus.  
Collisions with enemy missiles or aircraft will result in your  
Cobra becoming damaged. The level of Cobra damage and  
number of remaining lives can be found at the left of the display  
panel shown at the bottom of the screen.

## C64/128

When playing Cobra Force you must use a joystick connected in  
port 2.  
You start the game on a helipad at the far left of level one. Your  
objectives are outlined below. Remember the people of your  
country are counting on you.  
After you have cleared the level we will despatch a B2 'Stealth  
Bomber' to destroy the area. Obviously all enemy missile  
installations must be eliminated before we can do this.  
Unfortunately you will need to use your own missiles or bombs  
to destroy the silos as your 20mm cannon will have no effect on  
these targets.  
Not only must you destroy these defence installations, you must  
also rescue all the POWs held captive in the base.  
Once these 2 key objectives have been completed you will have  
to go up against the enemies awesome secret weapon. When  
this has been destroyed you and your aircraft will be transported  
to the next level.  
Your Cobra is equipped with 4 main defence systems:  
Systems 2,3,4, and 5 must first be selected by tapping the  
SPACE BAR.  
1. Single M197 20mm gun. This is activated by tapping fire.  
2. Hellfire armour-piercing missiles. These may be launched by  
holding down the fire button.  
3. Snargoid wire guided missiles. The missile is fired in the  
same manner as the Hellfire, however by pulling the joystick up  
or down you can change the direction of the missile.  
4. Bombs. These are dropped by holding down fire. A bomb will  
destroy any ground targets that get in its way.  
5. Shield. This is activated by holding down fire, it will give you  
invulnerability for a few seconds.  
Systems 2, 3, 4 and 5 must first be selected by pressing the  
SPACE BAR. These systems are strictly limited, they may only  
be replenished by landing on the helipads dotted around the  
landscape. When landed, watch out for the ground attack  
vehicles which may sneak up on you.  
Collisions with enemy missiles or aircraft will result in your  
Cobra becoming damaged. The level of damage and number of  
remaining lives can be found at the left of the display panel at the  
bottom of the screen. Collecting a POW will repair your Cobras  
damaged systems.



PLAYERS PREMIER  
WANTS YOU!

Players Premier is a new label specialising in premium quality recreational software for all the popular home computers. We require top machine code programmers, artists and computer musicians to work on original titles, conversion projects, or to complete work in accordance to a design brief. To find out what PLAYERS PREMIER can offer you, call

(0734) 817421

or write to Simon Daniels,  
PLAYERS PREMIER,  
Mercury House,  
Calleva Park,  
Aldermaston,  
Berks, RG7 4QW.

**PLAYERS** - Mercury House, Calleva Park,  
Aldermaston, Berks. RG7 4QW.

## CREDITS

|                                   |                                   |
|-----------------------------------|-----------------------------------|
| Original Design                   | Simon Hobbs                       |
| Spectrum Code & Graphics          | Simon Hobbs                       |
| Spectrum Loading Screen           | Jabba Severn                      |
| Spectrum 128K Music               | Ian Sheridan                      |
| Spectrum Music Player             | Andy Severn                       |
| Amstrad Code                      | Neil Hill                         |
| Amstrad Graphics & Loading Screen | Adrian Ludley                     |
| Commodore Design, Code & Graphics | Duncan Kershaw                    |
| Commodore Music                   | The Amazing 'Sonic Graffiti' Crew |
| Artwork                           | Peter Austin                      |
| Logo                              | Mike Wood & Jon Clarke            |
| Textuals, Story & Shots           | Simon 'The Truth' Daniels         |
| Inlay Production                  | Pete, Si, Steve, Simon & Mike     |
| Tape Mastering                    | Kevin Parker                      |

YET ANOTHER 'CLASSIC' STEVE THOMPSON PASTE-UP.



DUPLICATION, DESIGN & PRINT BY INTERCEPTOR  
LIMITED

CHECK YOUR LOCAL STOCKIST FOR FUTURE TITLES

© 1989 PLAYERS PREMIER

All unauthorised copying, hiring or lending of this  
software and packaging is illegal.